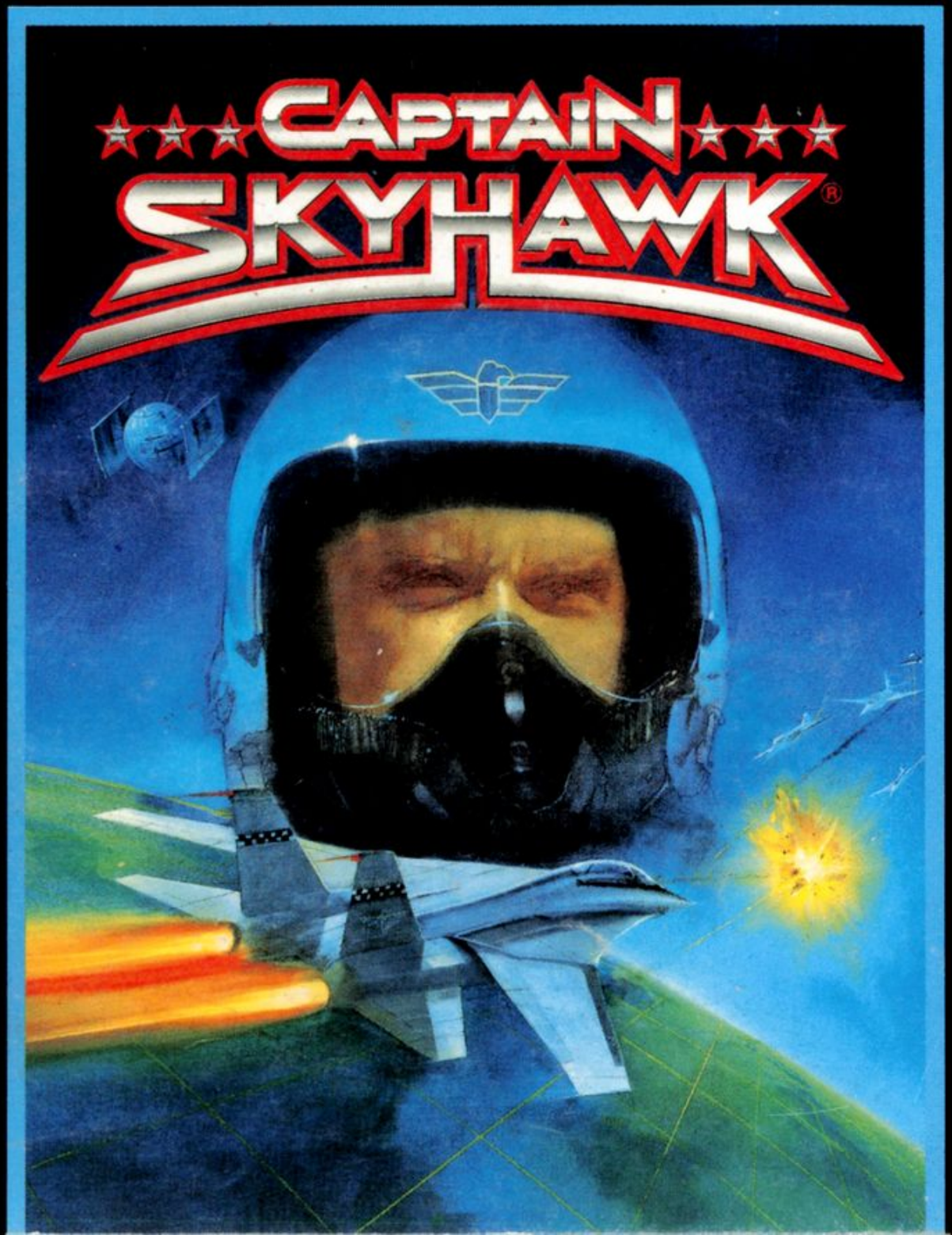
NES-YW-USA★



INSTRUCTION MANUAL

Congratulations! You now own the exciting air combat fantasy—Captain Skyhawk! This action-packed search and destroy adventure has been specially programmed for use on your Nintendo Entertainment System.

Please read this manual carefully as you learn to play the game.

MB®
Milton Bradley

Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

This game is licensed by Nintendo®
for play on the

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ENTERTAINMENT
SYSTEM®

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SAFETY TIPS

- Always turn the power off before inserting or removing the Game Pak from your Nintendo Entertainment System.
- This is a high precision game. It should not be stored in places that are very hot or cold. Store it at room temperature. Never hit or drop it. Do not take it apart.
- Avoid touching the terminal connectors. Keep them clean by inserting the Game Pak in its protective storage case.
- Use of thinners, solvents, benzene, alcohol and other strong cleaning agents can damage the Game Pak.

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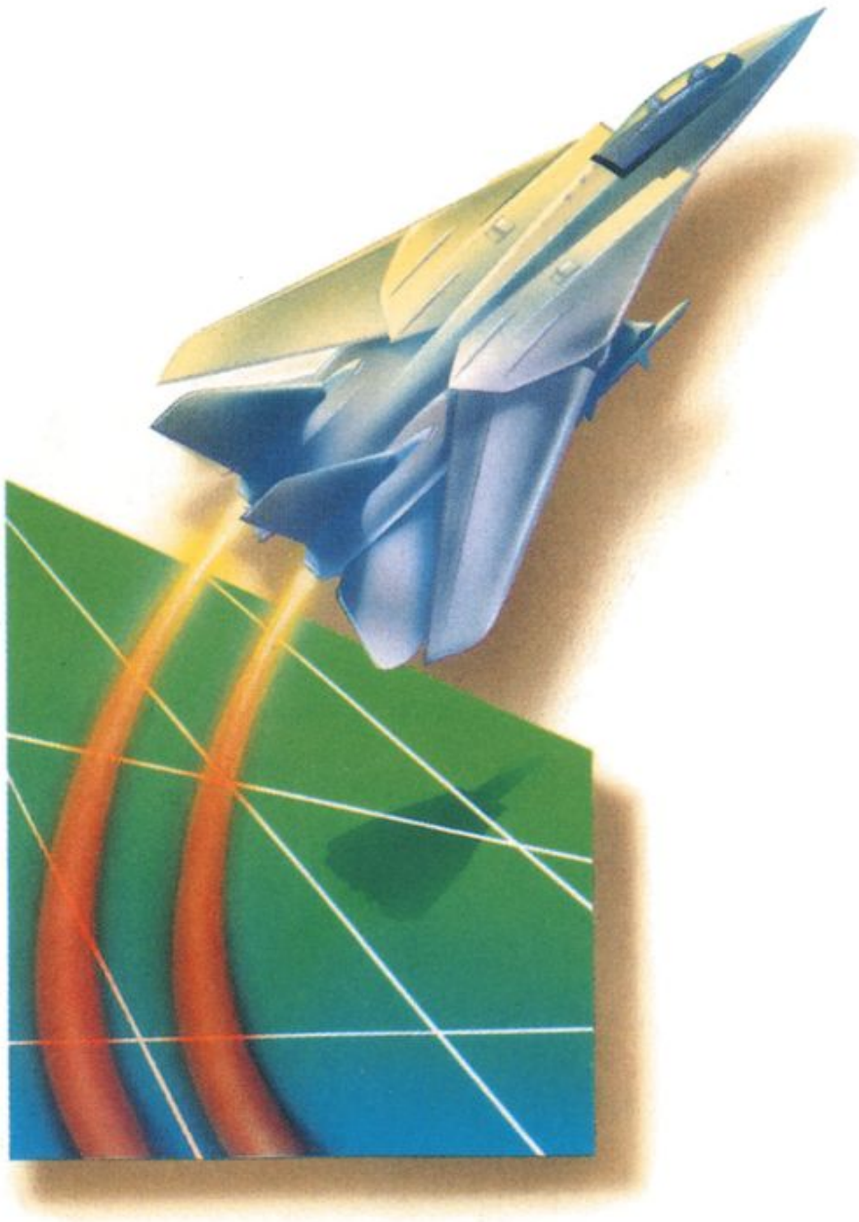
Is Earth Doomed?



Aliens have secretly invaded our planet. Their mission: destroy Earth!

In remote corners of the globe, these evil invaders have built four land bases—each designed to drain Earth's energy and "feed" it to their space station. In just a few days, the power drain will be complete. Then the alien space station will vaporize Earth with a deadly laser blast.

Only you can stop this horror!

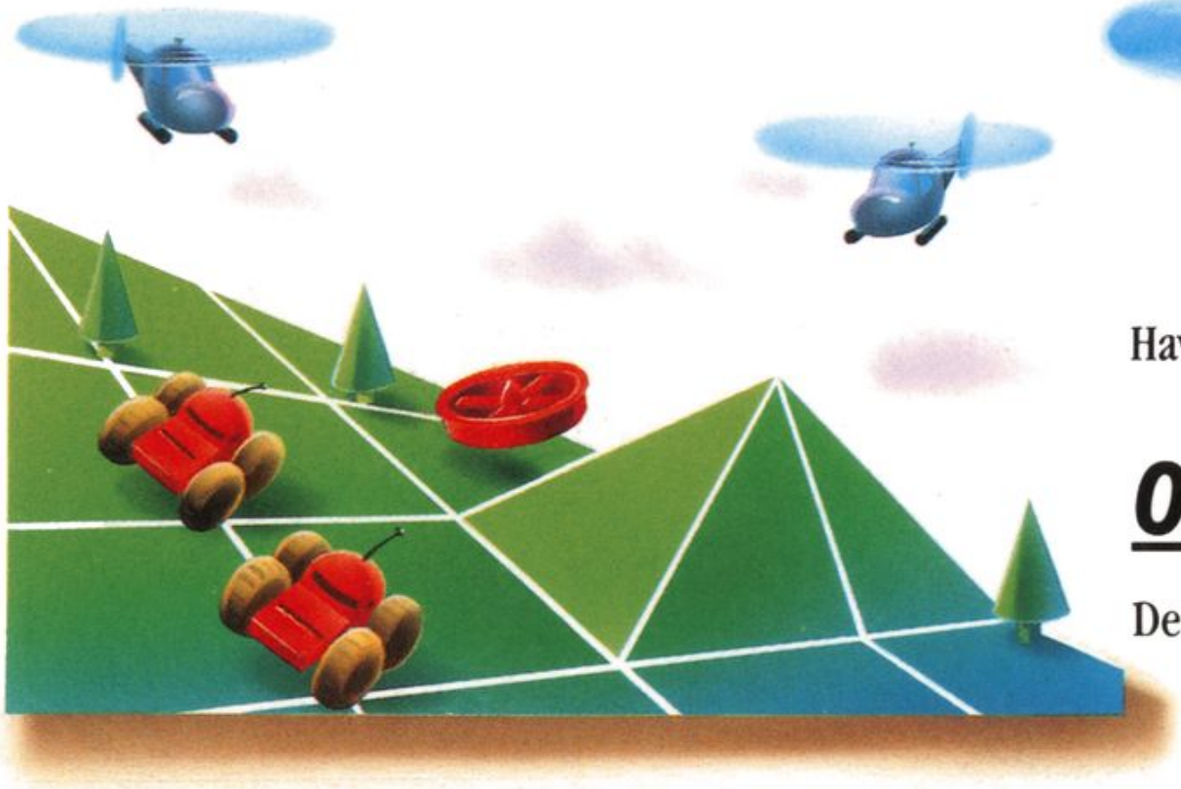
You must fight the alien forces, destroy the enemy bases and blow up the alien space station. But how?

Our top scientists have created a special fighter jet just for you—the F-14VTS. Whether you're soaring over mountain tops at Mach 3, or floating in hover mode, your F-14VTS will measure up to any challenge! It's equipped with a spy satellite viewer that lets you see your plane from above as you fly it. And it's loaded with incredible

weapons! Additional firepower is available at your own space station!

Nobody said it would be easy!

These devious aliens will attack you with everything they've got—from conventional planes and tanks to the most bizarre alien weaponry. You must be ready for anything!



After destroying the enemy bases, you face your final challenge: the dreaded alien space station. There's only one weapon powerful enough to destroy it—the top-secret Neutron Cannon.

Unfortunately, our scientists haven't finished developing it yet! They're working like crazy in underground caverns to complete the project, but they need your help! (As if you didn't have enough to do!) You must drop much-needed supplies to them before the secret weapon can be completed.

Have fun Captain! It's time to fry some aliens!

OBJECT OF THE GAME

Destroy all four enemy land bases and blow up the alien space station!

THE BATTLE PLAN!

Here are your 9 missions, Captain!
Watch the screen for your secret orders.

MISSION # 1

- Destroy enemy base
- Destroy enemy planes
- Dock with space station

MISSION # 2

- Drop supplies in crosses
- Destroy enemy planes
- Dock with space station

MISSION # 3

- Destroy enemy base
- Destroy enemy planes
- Dock with space station

MISSION # 4

- Pick up scientist
- Destroy enemy planes
- Dock with space station

MISSION # 5

- Destroy enemy base
- Destroy enemy planes
- Dock with space station

MISSION # 6

- Drop supplies in crosses
- Destroy enemy planes
- Dock with space station

MISSION # 7

- Destroy enemy base
- Destroy enemy planes
- Dock with space station

MISSION # 8

- Pick up scientist
- Destroy enemy planes

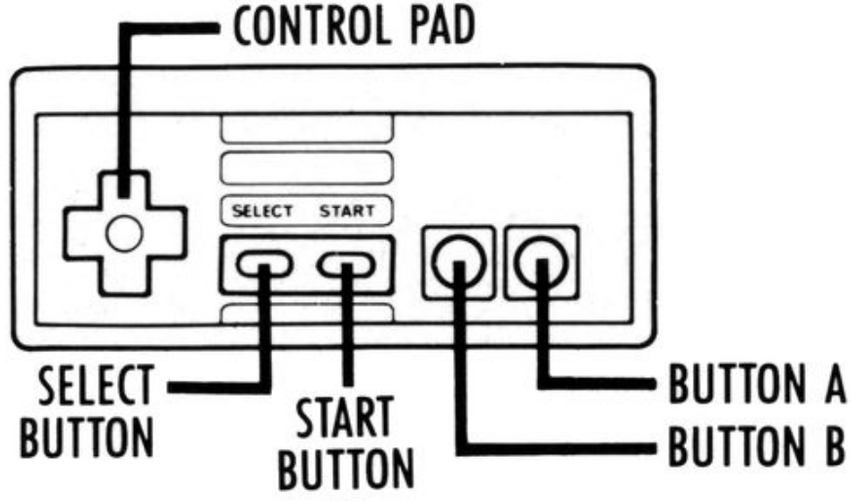
MISSION # 9

- Destroy alien space station

USING THE CONTROLLER

The illustration at the right shows the controller parts you'll be using as you play.

- To climb—Press the control pad down.
- To dive—Press the control pad up.
- To bank left—Press the control pad left.
- To bank right—Press the control pad right.
- To barrel roll to the left—Press the SELECT BUTTON while pressing the control pad LEFT.
- To barrel roll to the right—Press the SELECT BUTTON while pressing the control pad right.
- To pause—Press the START BUTTON.
- To restart after pausing—Press the START BUTTON again.
- To continue playing when "CONTINUE?" screen appears, press the START button.

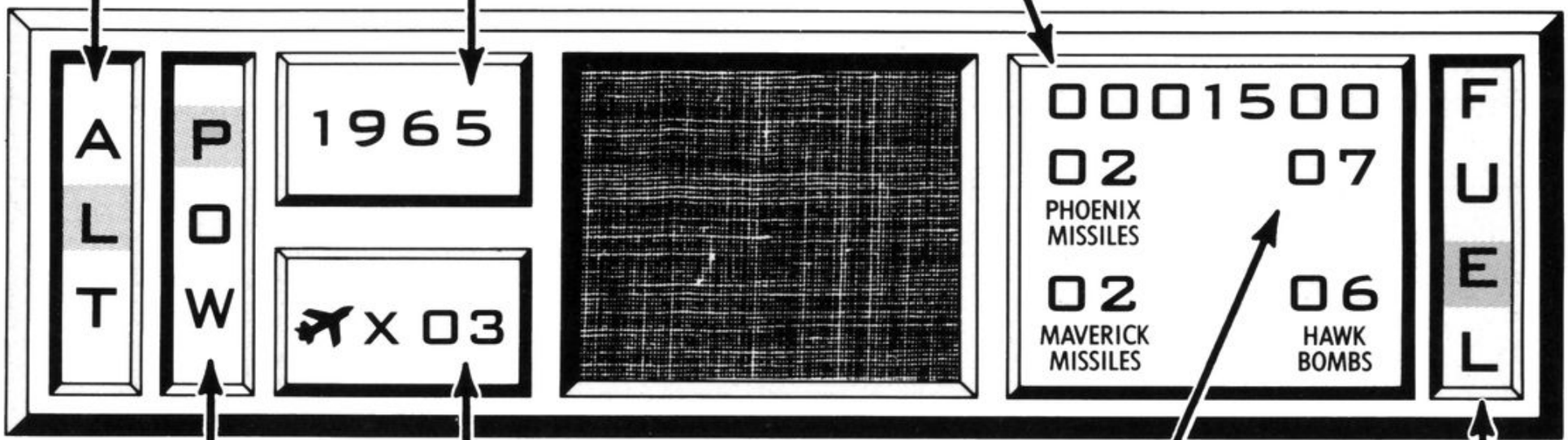


WEAPONS CHART

WEAPON	HOW TO FIRE	DESCRIPTION
Cannon	Press Button A.	Unlimited firepower in all battles. Buy upgraded cannons at space station to increase firing speed.
Phoenix Air Intercept Missiles	Press Button B to lock on. Press again to fire.	Fire at enemy planes in air-to-air combat only. Limited supply. Buy more at space station.
Maverick Air-to-Ground Missiles	Lightly tap Button B.	Fire at alien forces in all battles *except* air-to-air combat. These are your most powerful weapons! Use them wisely—you have a limited supply. Buy more at space station.
Hawk Bombs	Press Button B, hold down and release.	Fire at alien forces in all battles *except* air-to-air combat and when dropping supplies. Limited supply. Buy more at space station.

NOTE: Not all weapons are available in all missions. See pages 14 and 15 for details on how to buy weapons.

YOUR CONTROL PANEL



ALTIMETER

AIR SPEED

YOUR SCORE
Earn points as you battle alien forces and complete each mission. A running total of your score is shown here. Try to beat your high score each time you play.

SPEED INDICATOR
Activated when fighting enemy chase planes in certain land missions.

NUMBER OF LIVES
You start each mission with 5 lives. Each time you destroy 64 aliens in a battle, you are awarded an extra life.

CREDITS
Earn 1 credit for each enemy plane you shoot down in air-to-air combat only. Use credits to buy more weapons at the space station.

FUEL GAUGE
Activated when dropping supplies only.

BATTLE SCORE SCREEN

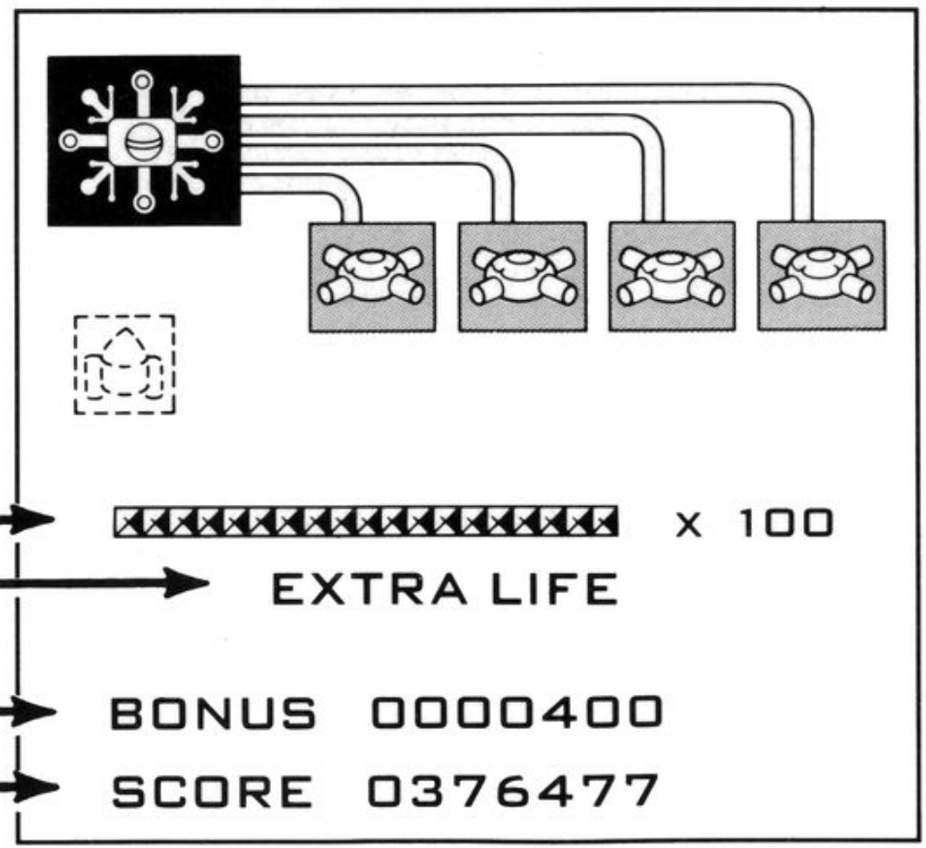
This screen appears at the end of each battle. It shows the total points, bonus points and extra lives that you have earned.

Each box represents 4 aliens destroyed.

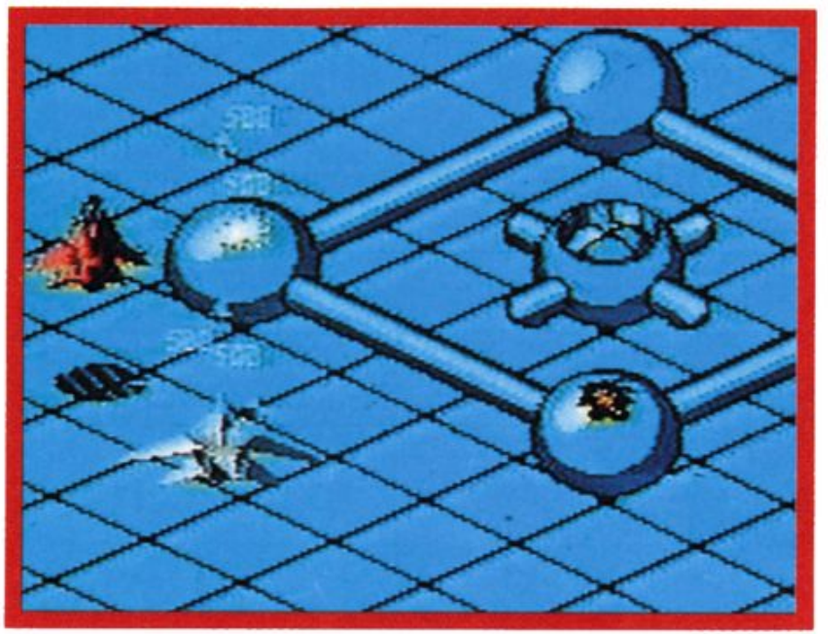
When 64 or more aliens are destroyed in a battle, you get an extra life.

100 bonus points are awarded for each alien destroyed. Bonus points are added to your total score.

TOTAL SCORE



DESTROY ENEMY BASES



You must search for and destroy an enemy land base in 4 of the missions. You will encounter a variety of hostile aircraft and ground forces trying to shoot you down.

Earn points and extra lives by blasting the various enemy forces.

An enemy land base consists of 5 heavily armored domes that are joined together. The center dome has a protective force field which cannot be destroyed until all the other domes have been blown up.

When the entire base has been destroyed, you will automatically proceed to the next part of your mission.

SPEED CONTROL: During various land base battles, an enemy chase plane will suddenly appear. At this time, your plane's speed control will be activated automatically. Use the speed control to help avoid this plane. To vary your speed, do the following:

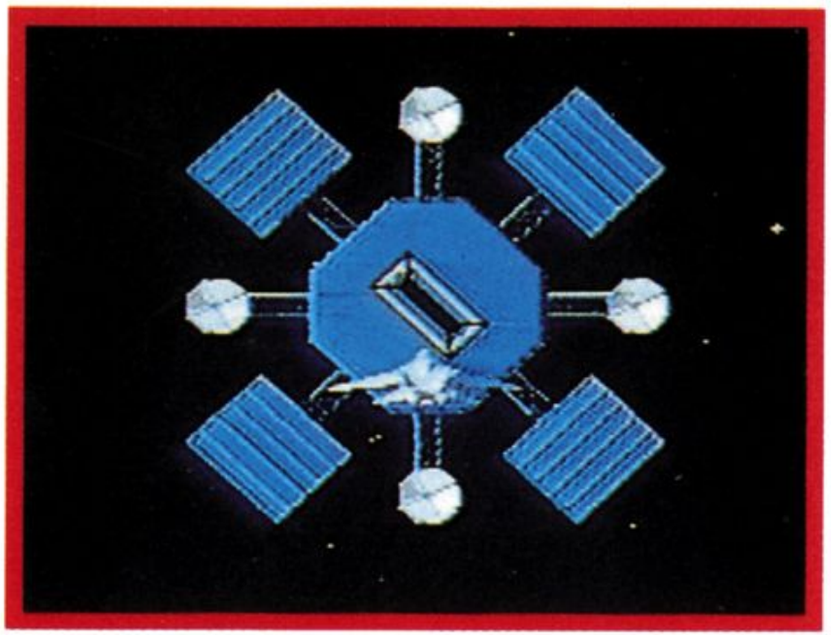
- To decrease speed—Press the SELECT BUTTON while pressing the control pad down.
- To increase speed—Press the SELECT BUTTON while pressing the control pad up.

DESTROY ENEMY FIGHTER PLANES

In 8 of the missions, you must shoot down enemy fighter jets in air-to-air combat! You could be flying over calm ocean waters, a barren desert, a polar ice cap or who knows what! But wherever you find yourself—be alert! There could be a bogey on your tail—and a heat-seeking missile!

Use the square box in front of your plane to aim at enemies. Then use cannon fire or your Phoenix missiles to shoot down as many enemy planes as possible. Remember, you have a limited supply of missiles! Try to earn as many points as possible without getting shot down. For each plane you shoot down, you also earn 1 credit toward buying weapons at your space station.

SPACE STATION DOCKING



After successfully completing a mission, you will return to your space station to buy additional weapons.

Your plane will automatically approach the space station and drift toward the top of it.

Before you can enter the station, you must position the plane directly in front of the rotating docking bay.

HOW TO DOCK: Lightly tap the control pad down and up until the plane stops exactly in the center of the rotating docking bay. (You may also have to center your plane by moving it left or right.)

Press BUTTON B when the rotating bay is exactly horizontal and aligned with the plane's wings. Careful! If your timing is off, you'll miss the entrance and crash.

Buying Weapons

Once you have successfully entered the space station, the WEAPONS MENU will appear. Use credits earned in battle to buy weapons. Purchase as many weapons as you wish, until your plane is fully outfitted or you run out of credits.

Here's how to buy weapons:

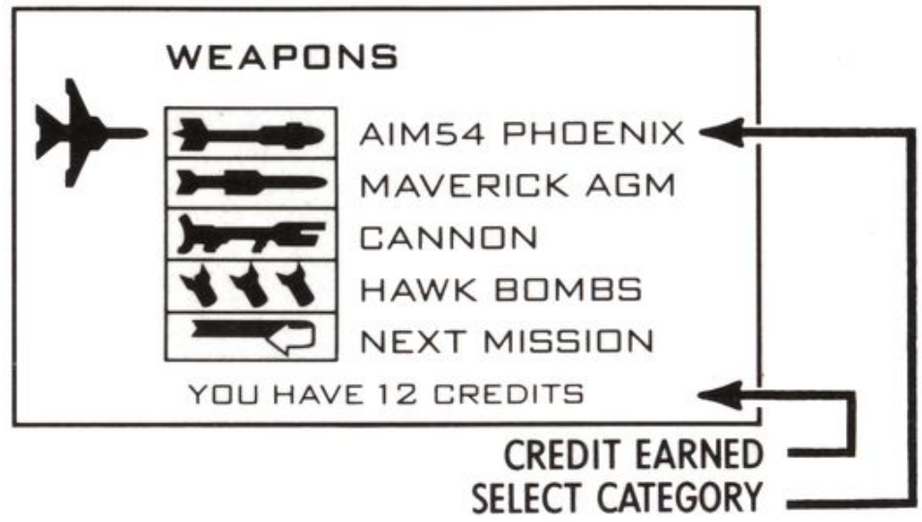
1. SELECT WEAPON CATEGORY: Press the control pad up or down for the weapon category you want. Press BUTTON A to select it. A weapons screen will then appear.
2. BUY WEAPON: First, make sure you have enough credits to buy the weapon you want. (See illustration at lower right.) Then press BUTTON A to buy a weapon. Press BUTTON A again to buy additional weapons.

Note: If your plane is fully loaded with a particular weapon, you won't be able to buy additional weapons of that type.

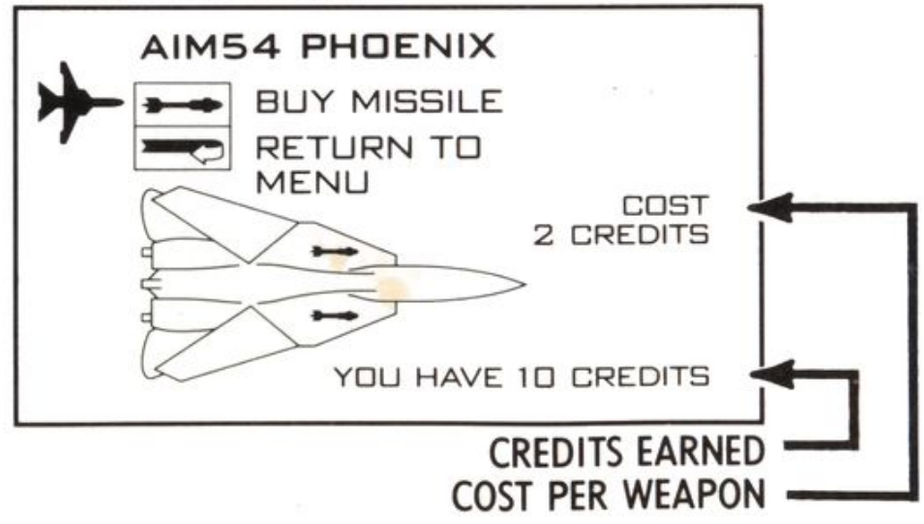
When you have finished buying a weapon, press the control pad down to select RETURN TO MENU. Then press BUTTON A to return to the menu. Follow the same procedure explained in steps 1 and 2 to purchase other types of weapons.

EXIT SPACE STATION: Press the control pad up or down to select Next Mission. Press BUTTON A to exit space station and begin your next mission.

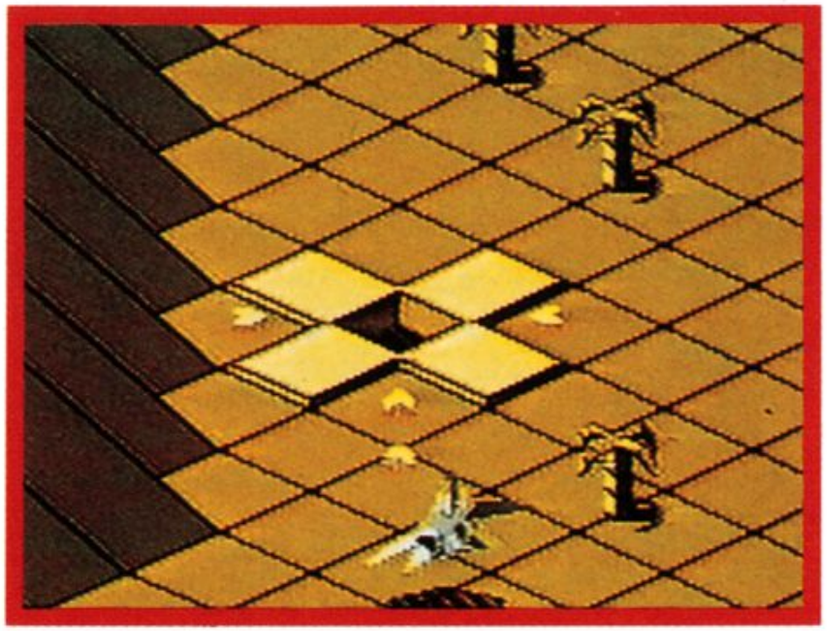
WEAPONS MENU



WEAPONS SCREEN



DROP SUPPLIES IN CROSSES

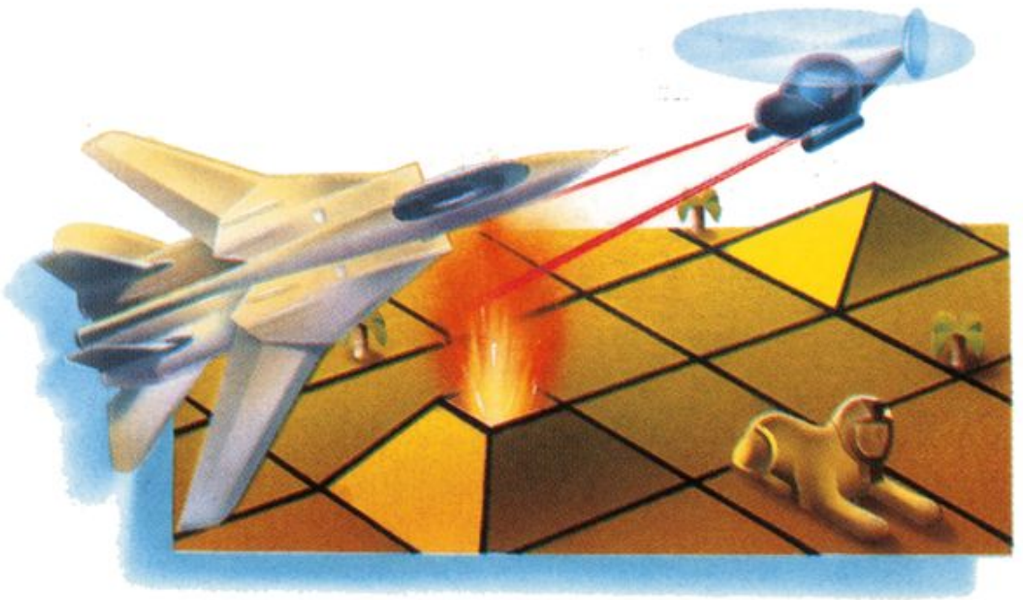


Deep in underground caverns, scientists are hard at work on a top-secret weapon! They're nearly finished building a Neutron Cannon—the only weapon powerful enough to blow up the alien space station. You must drop much-needed supplies to the scientists in missions 2 and 6.

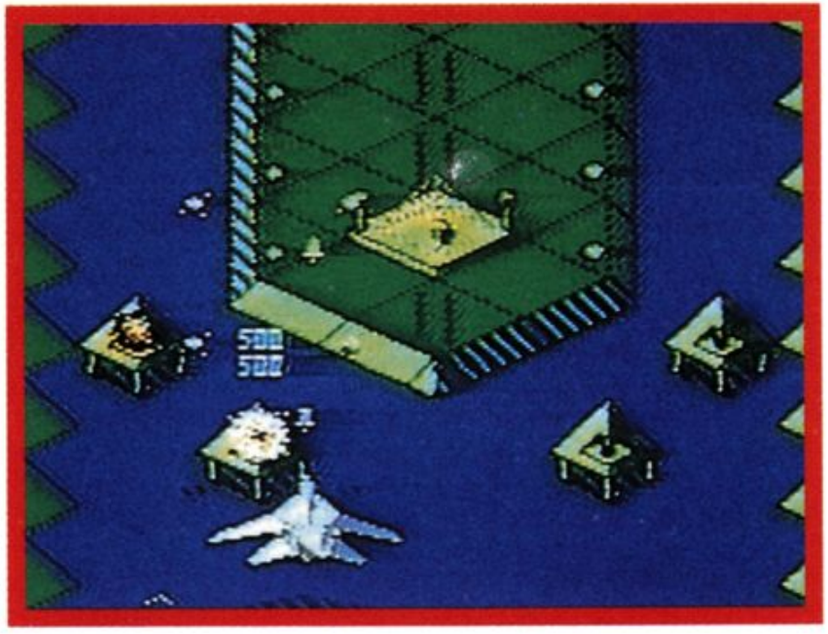
DROPPING SUPPLIES: Search for two large crosses on which to drop supplies. (Along the way, earn points by blasting the various enemy forces.)

As your plane approaches a cross, press BUTTON B. You must time your drop exactly or you'll miss your target. If you miss, try again on your next pass over the target.

Be sure to keep your eye on the FUEL GAUGE. You may run out of fuel if you pass over your targets too many times.



PICK UP SCIENTIST



During the game, you must find and rescue two scientists.

In mission 4, one scientist has the detonation device needed for the secret weapon.

In mission 8, the other scientist has the firing mechanism which will activate the secret weapon!

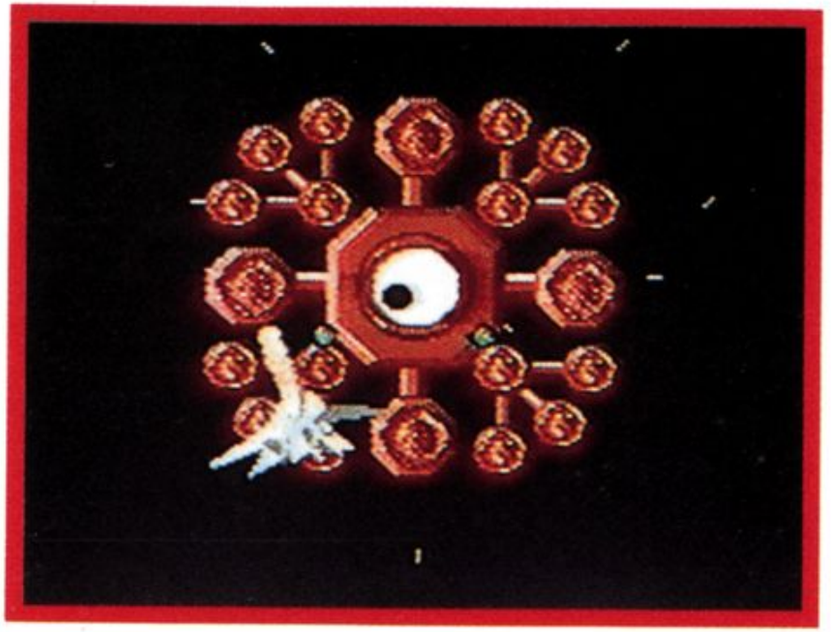
Earn points by blasting the various enemy attack forces, as you search for each scientist.

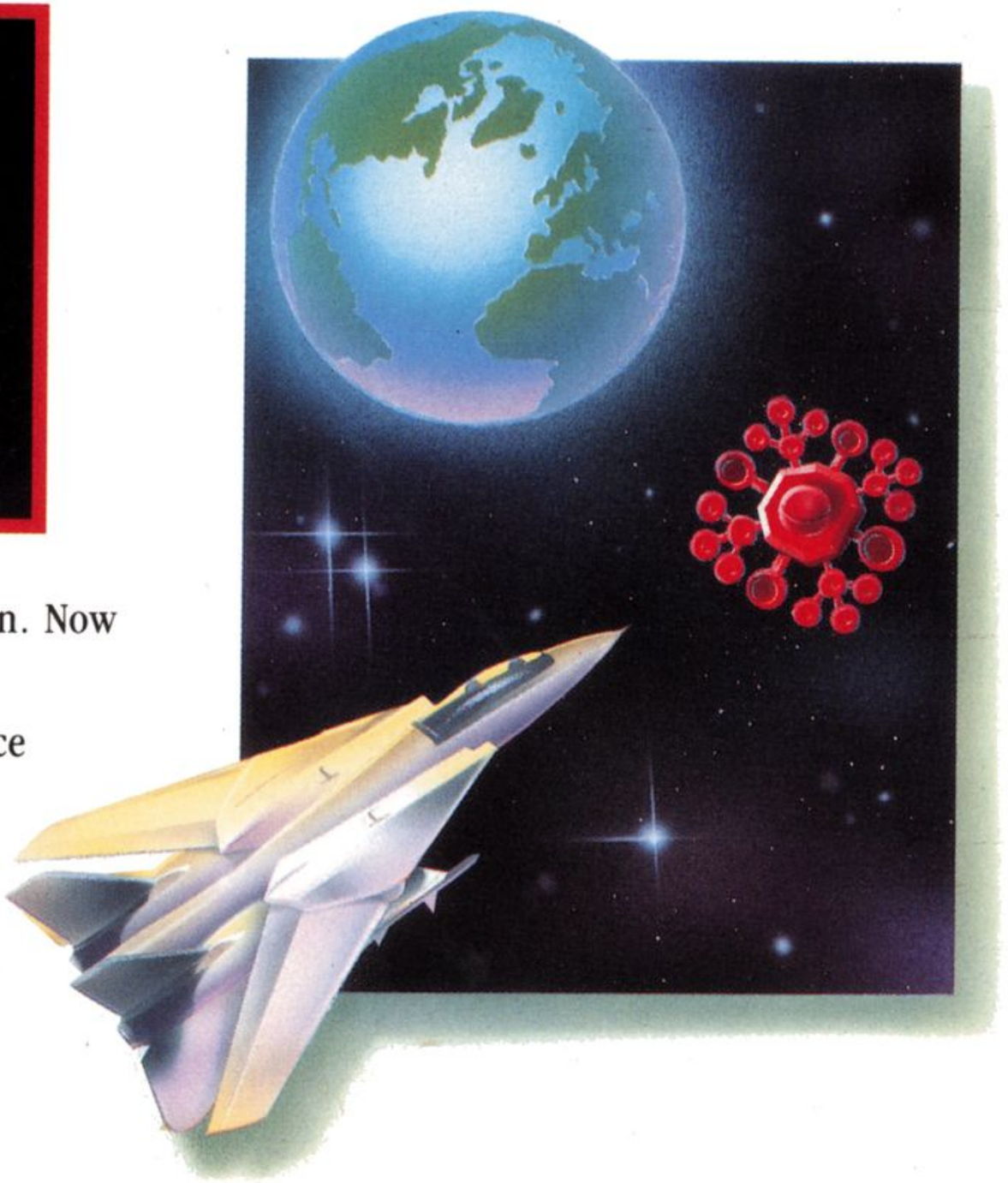
An armed perimeter defense system guards the entrance to the scientist's underground laboratory. When you arrive at the entrance, start blasting away! The center pyramid has a protective force field which cannot be destroyed until the defense system has been blown up.

When the center pyramid has been destroyed, the rescued scientist will climb aboard your plane.

After you have picked up the scientist in mission 8, your secret weapon is complete. Soon it will be time to attack the alien space station!

DESTROY ALIEN SPACE STATION





You've done well to get this far, Captain. Now get ready for the final assault!

As soon as you approach the alien space station, start firing your secret weapon by pressing BUTTON A.

To destroy the station, you must blow up all of the outer pods first, and then the center eye.

ENTERING HIGH SCORES

At the end of each game, enter your name next to your high score.

Here's how:
Press the control pad left or right to select the first letter in your name. Then press BUTTON A. Follow the same procedure for the rest of the letters in your name.

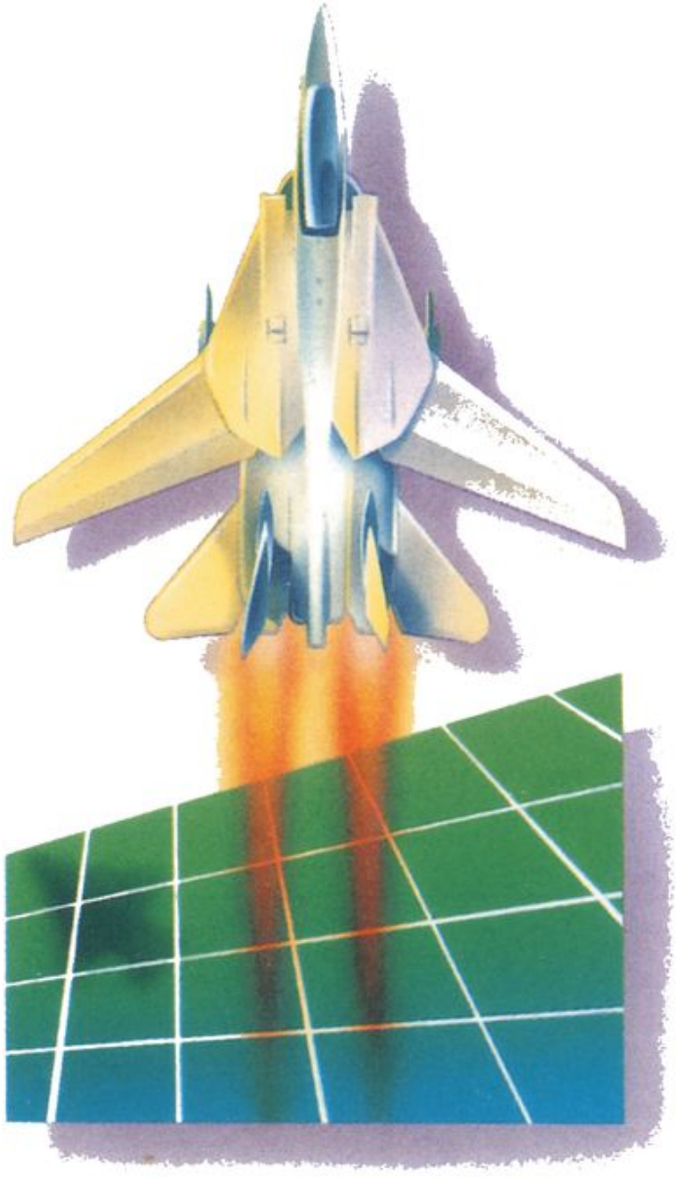
The letters you choose also appear at the apex of the circle and Figure Eight as a white (rather than a color) character.

ERASING A LETTER: To erase a letter after pressing BUTTON A, move the control pad left or right until a left arrow appears on the chart. Then press BUTTON A.

To exit this screen, move the control pad left or right until a down arrow appears on the chart. Then press BUTTON A.

NOTES

HIGH SCORES



COMPLIANCE WITH FCC REGULATIONS

This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio and television reception. It has been tested and found to comply with the limits for a Class B computing device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES with respect to the receiver.
- Move the NES away from the receiver.
- Plug the NES into a different outlet so that the NES and receiver are on different circuits.
- Consult the dealer or an experienced radio/TV technician for help.

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Milton Bradley Company warrants to the original purchaser only, that the Game Pak provided with this manual will perform in accordance with the description in this manual (when used with the specified equipment) for a period of ninety (90) days from the date of purchase. If the Game Pak is found defective within 90 days from the date of purchase, it will be replaced. Simply return the Game Pak to Milton Bradley Company along with a dated proof of purchase. Replacement of the Game Pak, free of charge to the original purchaser (except for the cost of returning the Game Pak) is the full extent of our liability. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTIBILITY AND FITNESS FOR A PARTICULAR PURPOSE, IF APPLICABLE, ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

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